

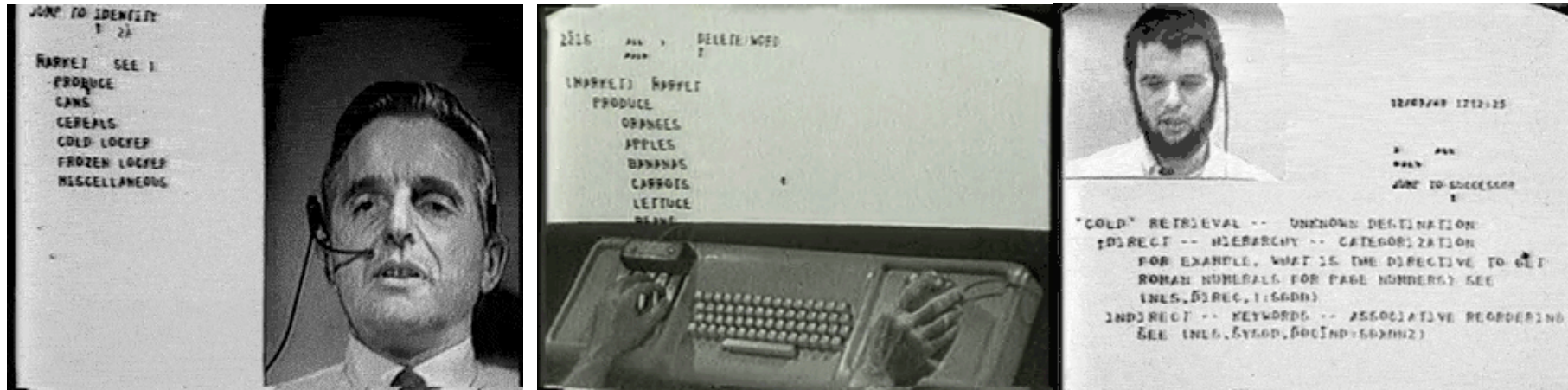


From groupware to large-scale trustworthy distributed collaborative systems

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CRIWG 2018
September 5, 2018
claudia.ignat@inria.fr

Douglas Engelbart: Augmenting Human Intellect



The Mother of all Demos, December 9, 1968



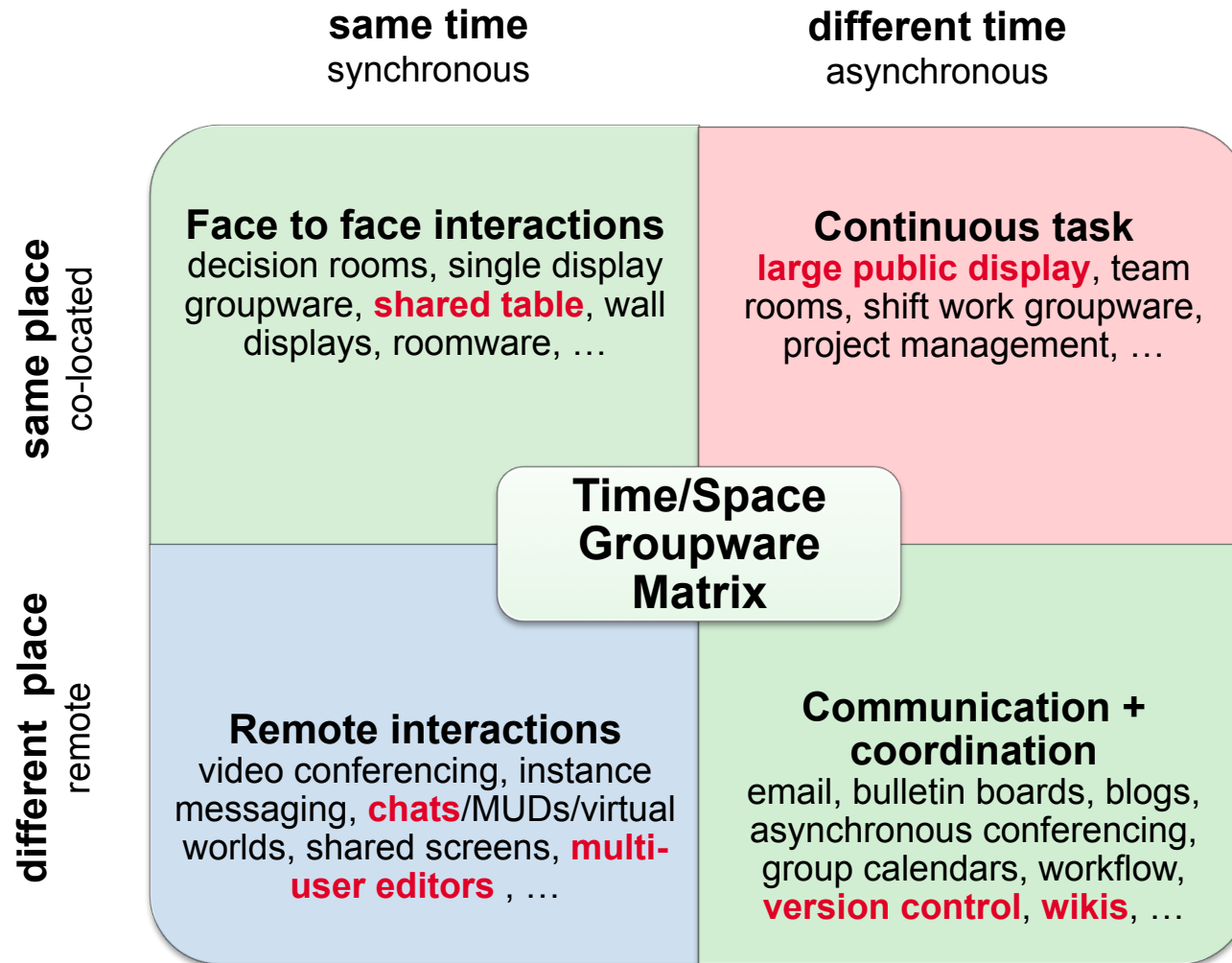
NLS: Online System

<https://archive.org/details/dougengelbartarchives>

Groupware, early 1990s

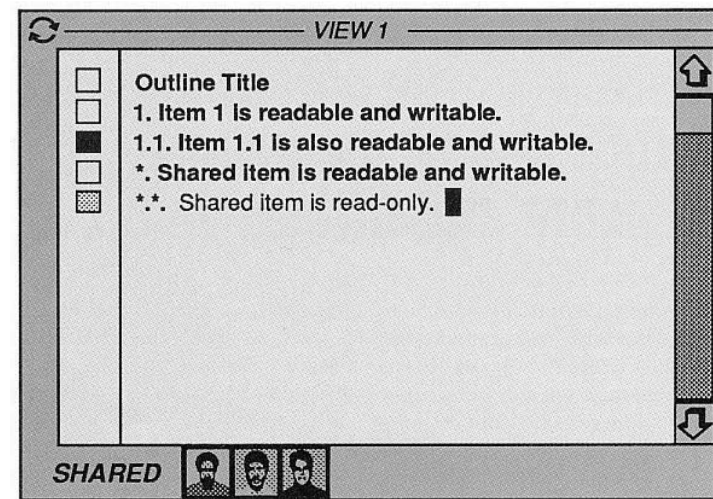
- « Computer-based systems that support groups of people engaged in a common task (or goal) and that provide an interface to a shared environment. » [EGR91]
- Lotus Notes, one of the first commercial groupware allowing remote group collaboration

Groupware Time Space Matrix [J88]



Groupware: supported solutions

- *Turn taking*: allow only one active participant at a time
 - e.g. *RTCAL* [SG88], *SHARE* [G90]
- *Locking*: concurrent editing allowed only if users lock and edit different objects
 - e.g. *Colab* [SFBKLS88]
- *Operational transformation*
 - e.g. *GROVE* [EG89]



Google Drive

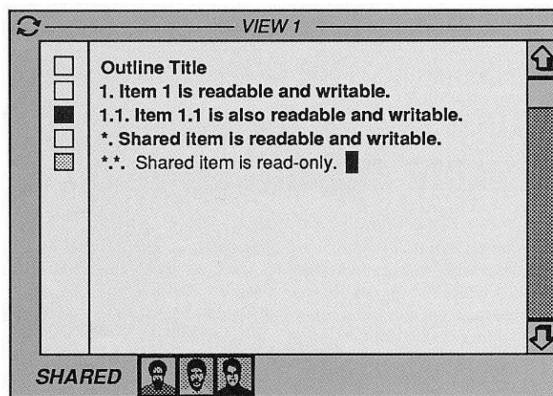


Collaborative Systems: from users to community of users



“Isn’t it chaotic to all edit in the same document, even the same paragraph, at the same time?”

“Why would a group ever want to edit in the same line of text at the same time?” [EGR91]



GROVE, 1989

Collaborative Systems: from users to community of users



2013: MOOC “Fundamentals of Online Education: Planning and Applications” with 40.000 participants
2016: Nuit debout, more than 70 people edit a pad
2018: online CSCW PC meeting with 120 members

Collaborative Systems: from users to community of users

Real-time Wikipedia

WIKIPEDIA
The Free Encyclopedia

Main page
Contents
Featured content
Current events
Random article
Donate to Wikipedia
Wikipedia store

Interaction
Help
About Wikipedia
Community portal
Recent changes
Contact page

Tools
What links here
Related changes
Atom
Upload file
Special pages
Page information
Wikidata item

Languages

Ponte Morandi: Revision history

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From year (and earlier): 2018 From month (and earlier): all Tag filter: Show

For any version listed below, click on its date to view it. For more help, see [Help:Page history](#) and [Help:Edit summary](#).
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(cur) = difference from current version, (prev) = difference from preceding version, m = minor edit, → = section edit, ← = automatic edit summary
(newest | oldest) View (newer 24 | older 24) (20 | 50 | 100 | 250 | 500)

Compare selected revisions

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- [\(cur | prev\)](#) 12:22, 14 August 2018 Pigsonthewing (talk | contribs) m . . (4,620 bytes) (-4) . . ([→References: ce](#)) ([undo](#))
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- [\(cur | prev\)](#) 12:21, 14 August 2018 Pigsonthewing (talk | contribs) . . (4,668 bytes) (+29) . . ([→top: fmt](#)) ([undo](#))
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- [\(cur | prev\)](#) 12:17, 14 August 2018 37.74.150.97 (talk) . . (4,370 bytes) (+167) . . ([cats](#)) ([undo](#))
- [\(cur | prev\)](#) 12:16, 14 August 2018 Pigsonthewing (talk | contribs) . . (4,203 bytes) (-42) . . ([→top: redirected ehre](#)) ([undo](#))
- [\(cur | prev\)](#) 12:15, 14 August 2018 Avaya1 (talk | contribs) . . (4,245 bytes) (+4) . . ([undo](#))
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- [\(cur | prev\)](#) 12:12, 14 August 2018 Pieceofmetalwork (talk | contribs) m . . (3,779 bytes) (+2) . . ([undo](#))
- [\(cur | prev\)](#) 12:12, 14 August 2018 Prioryman (talk | contribs) m . . (3,777 bytes) (-29) . . ([fix](#)) ([undo](#))
- [\(cur | prev\)](#) 12:12, 14 August 2018 Pieceofmetalwork (talk | contribs) . . (3,806 bytes) (+40) . . ([undo](#))
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Compare selected revisions

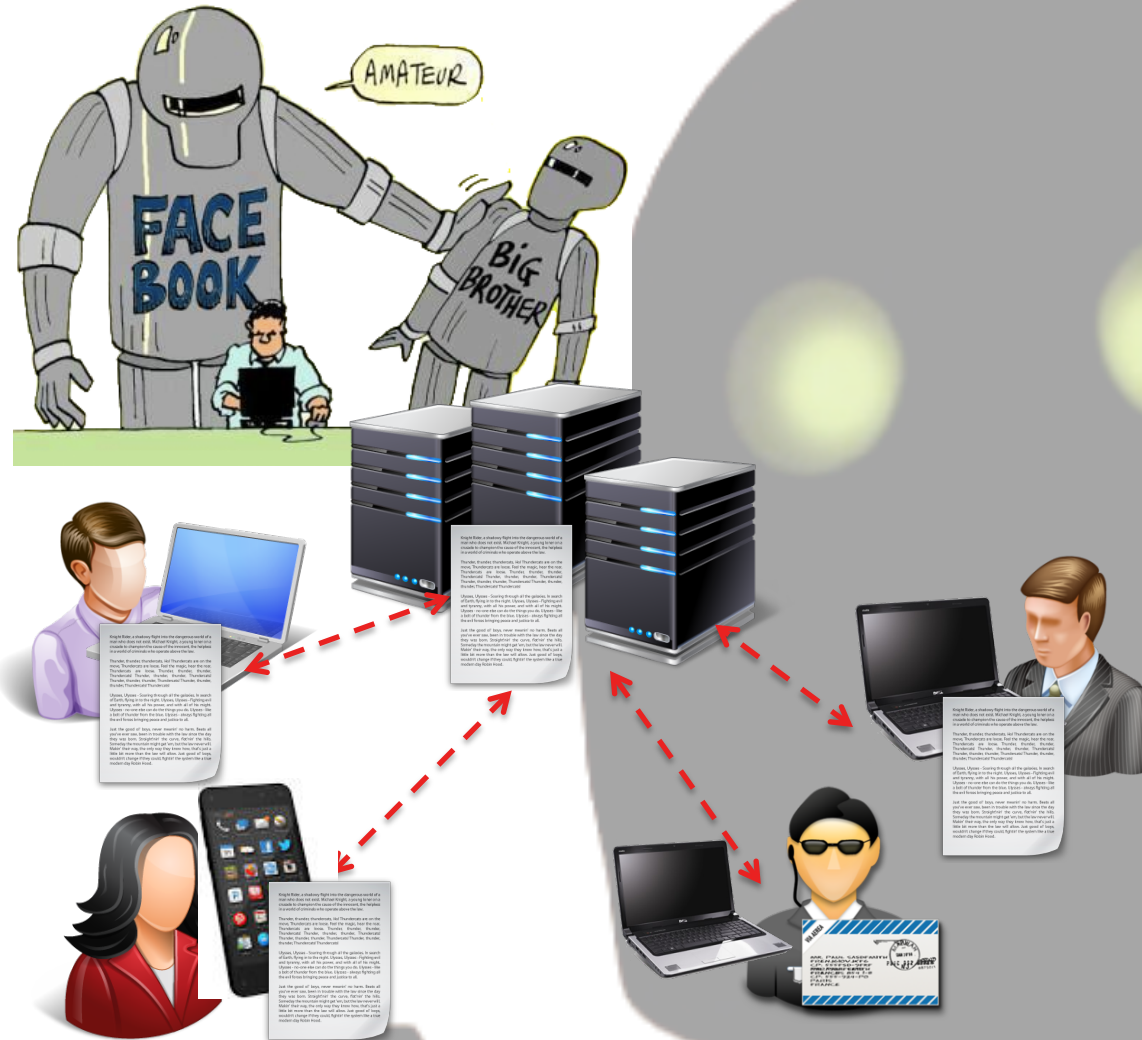
(newest | oldest) View (newer 24 | older 24) (20 | 50 | 100 | 250 | 500)

Limitations of Central Authority Systems

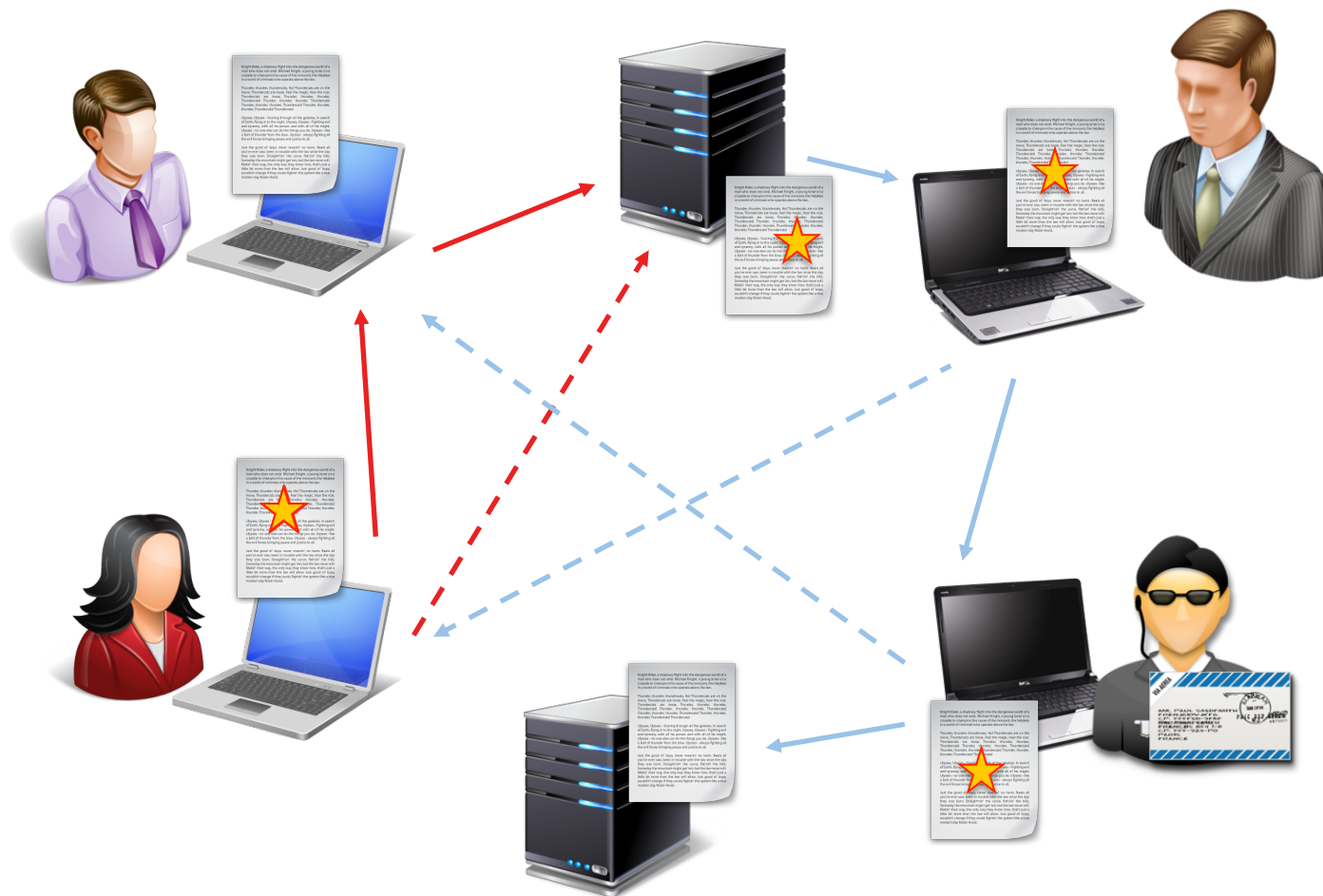


SCALABILITY

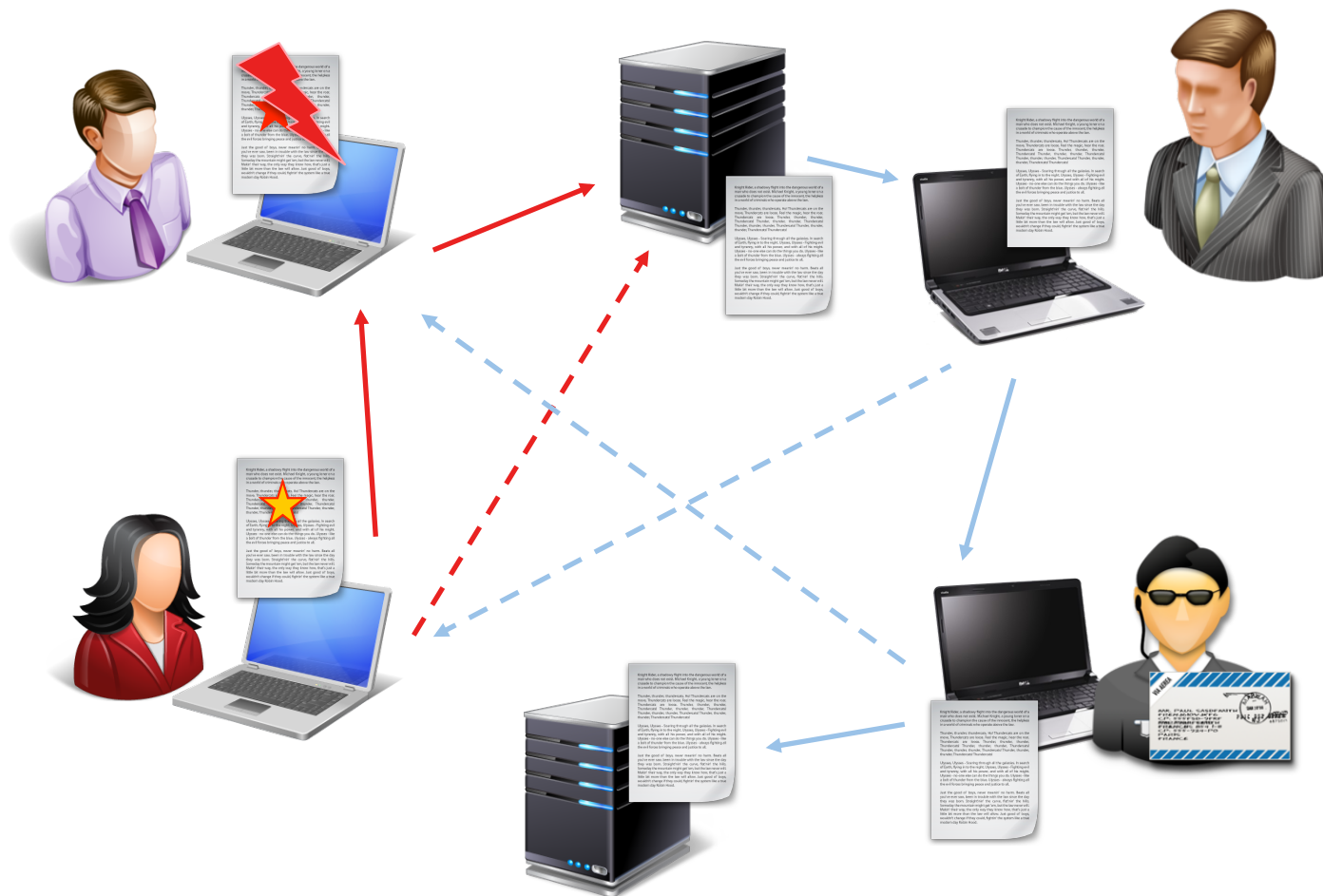
PRIVACY



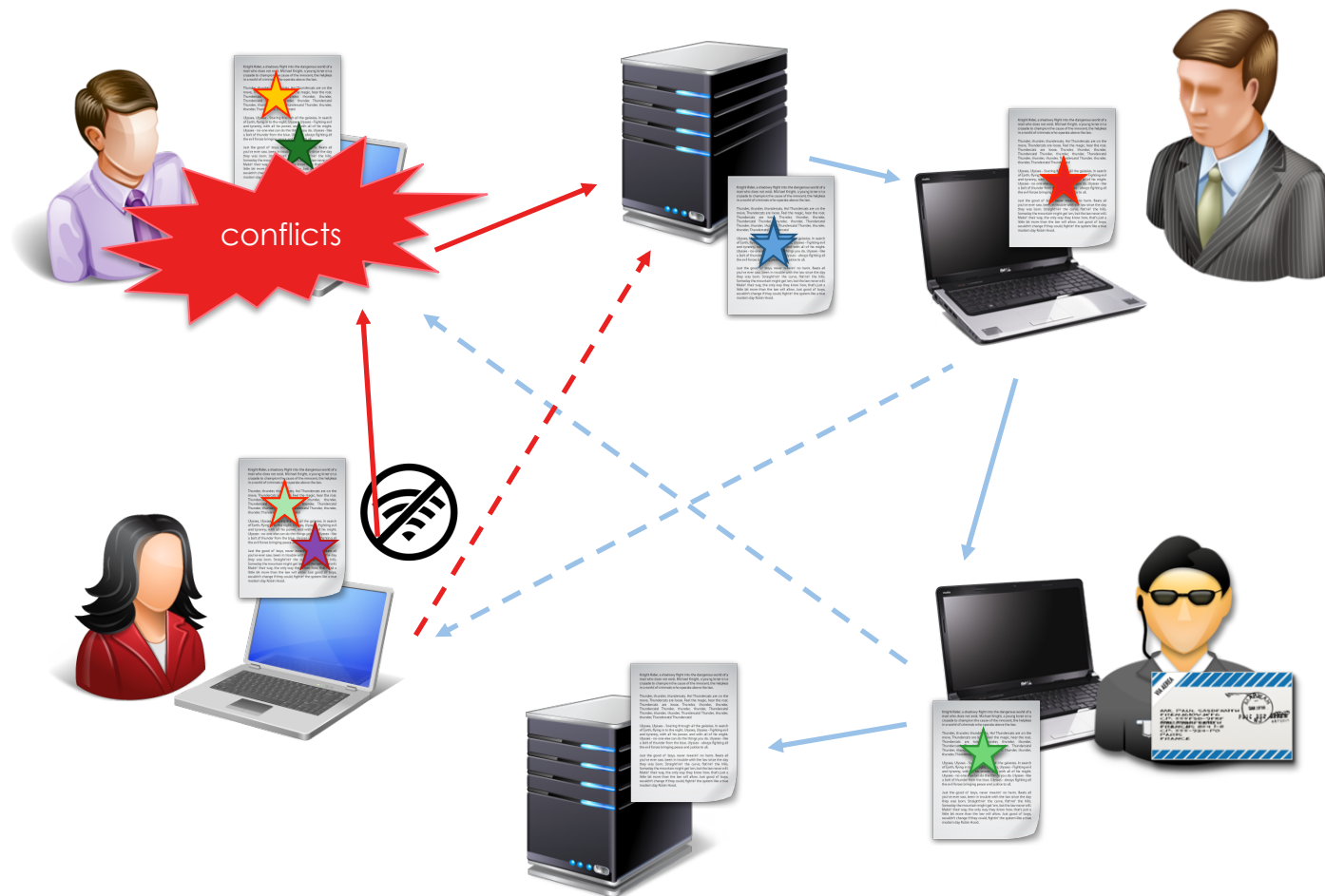
Peer-to-Peer Collaborative Systems



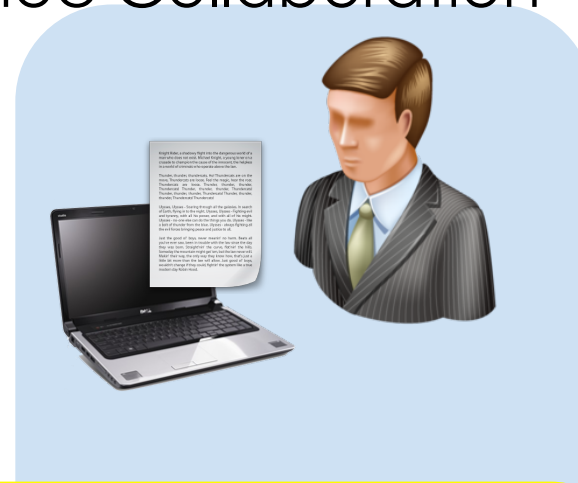
Collaboration Modes – Concurrent Changes



Collaboration Modes – Offline Work



Collaboration Modes – Ad-hoc Collaboration



Research issues

- 1 How to **maintain consistency of different copies** in the face of concurrent modifications?
- 2 How to **evaluate the design of collaborative systems** and approaches?
- 3 How to **secure collaboration data**?

Research issues

- 1 How to **maintain consistency of different copies** in the face of concurrent modifications?
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Optimistic Replication [SS05]

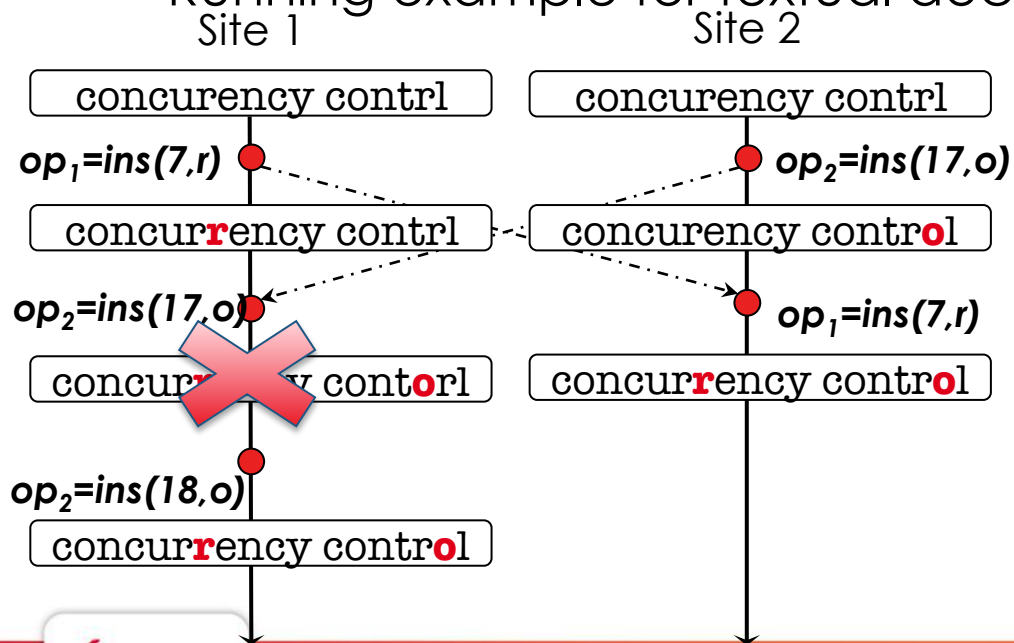
- Trade-off between consistency and availability
 - Optimistic replication : allows replicas to diverge
- Strong Eventual Consistency
 - Eventual delivery: An update executed at some correct replica eventually executes at all correct replicas
 - Strong convergence: Correct replicas that have executed the same updates have equivalent states
 - No consensus in background, no need to rollback
- Intention preservation
 - « *Effect of each operation should be observed on all copies* »

Operational transformation (OT) [EG89]

- n copies of an object hosted at n sites
- An object is modified by applying operations
- Each operation is
 - generated at a site (local execution),
and applied immediately on the local copy
 - broadcasted to other sites
 - integrated at those sites (remote execution)
- System is correct if when it is idle all copies are identical (SEC)

Operational transformation (OT)

- General architecture with two main components:
 - An integration algorithm (diffusion, integration)
 - A set of transformation functions (conflict resolution)
- Running example for textual document = sequence of characters



- Operations:

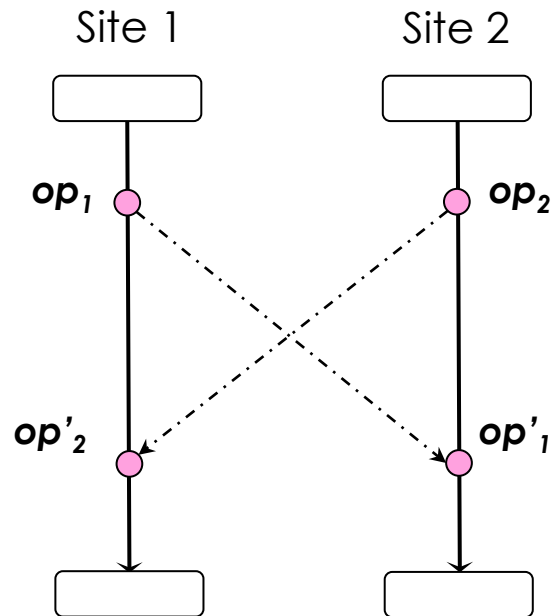
- $ins(p, c)$
- $del(p)$

$T(ins(p_1, c_1), ins(p_2, c_2)) :-$
 if $(p_1 < p_2)$ return $ins(p_1, c_1)$
 else return $ins(p_1 + 1, c_1)$
 endif

Operational transformation

Correctness [EG89]

$$(TP1) \quad op_1 \circ T(op_2, op_1) \equiv op_2 \circ T(op_1, op_2)$$



$T(op_2: \text{operation}, op_1: \text{operation}) = op'_2$

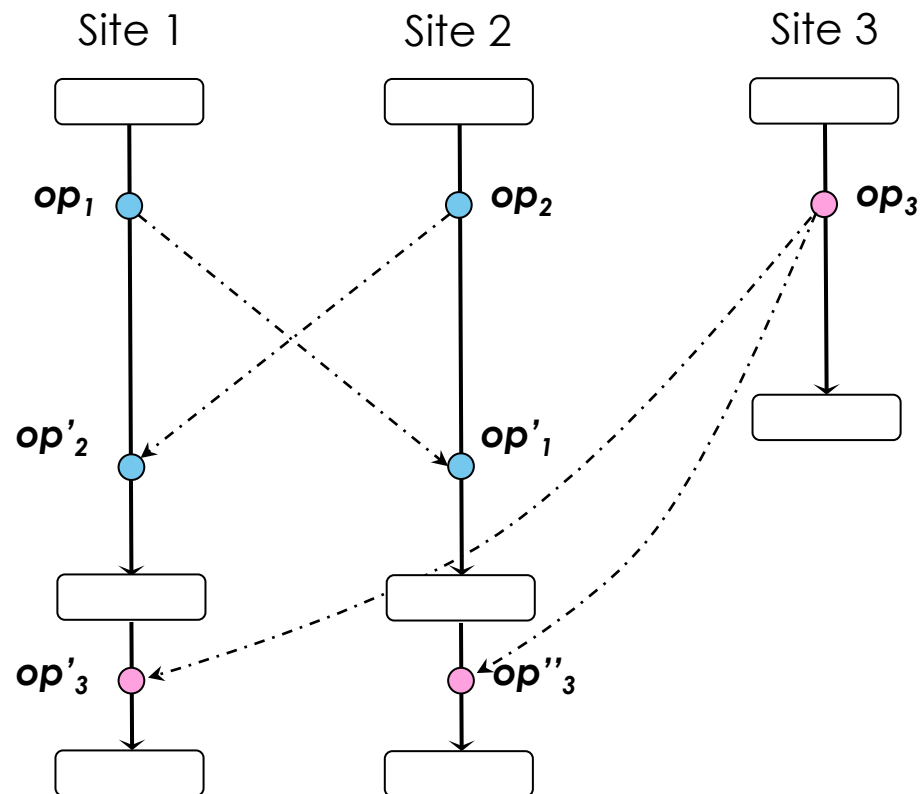
- op_1 and op_2 concurrent, defined on a state S
- op'_2 same effects as op_2 , defined on $S.op_1$



Operational transformation

Correctness [RNG96]

$$(TP2) \quad T(op_3, op_1 \circ T(op_2, op_1)) = T(op_3, op_2 \circ T(op_1, op_2))$$



Operational transformation (OT)

Existing approaches

- Two main families:
 - Transformation functions satisfying both TP1 and TP2: SOCT2 [SCF97] + TTF [OUMI06]
 - Control algorithms avoiding (needs of) TP2: SOCT4 [VCFS00], Jupiter [NCDL95]

Operational transformation (OT)

Summary

- Transforms non commuting operations to make them commute
- Genericity
- Time complexity
 - Average: $O(H \cdot c)$ H : #ops
 - Worst case: $O(H^2)$ c : avg. #conc. ops
- Difficult to write correct transformation functions
- State vectors used for detecting concurrency \Rightarrow scalability limitations
- **Not very suitable for large scale peer-to-peer collaboration**

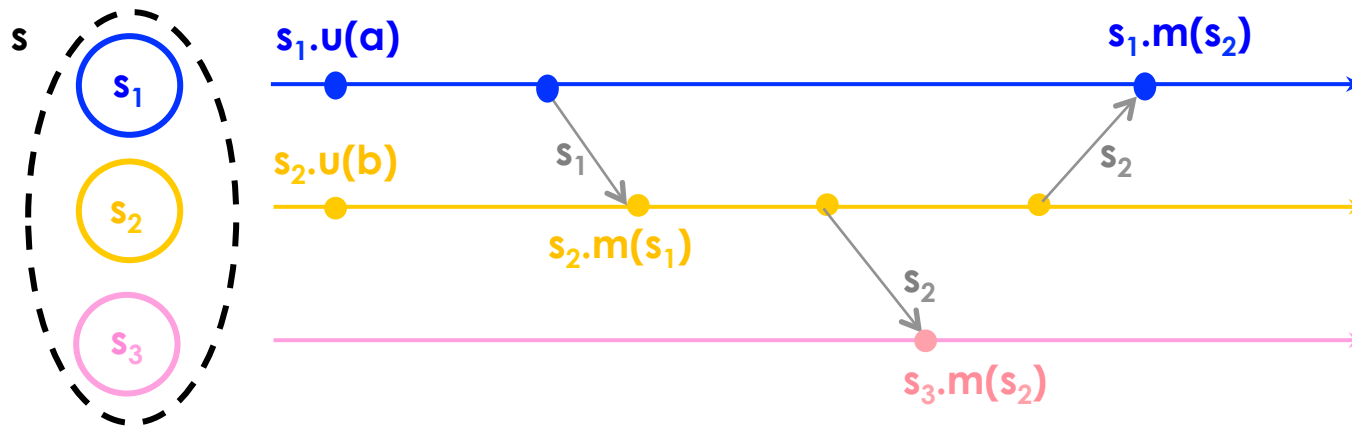
Conflict-free Replicated Data Types (CRDT)

[SPBZ11]

- Design operations to be commutative by construction
- Abstract data types
 - Designed to be replicated at multiple sites
 - Any replica can be modified without coordination
 - State convergence is guaranteed
- State-based and operation-based approaches

Conflict-free Replicated Data Types (CRDT)

State-based Replication



- Algorithm
 - Periodically, replica at p_i sends its current state to p_j
 - Replica p_j merges received state into its local state by executing m
- After receiving all updates (irrespective of order), each replica will have same state

Conflict-free Replicated Data Types (CRDT)

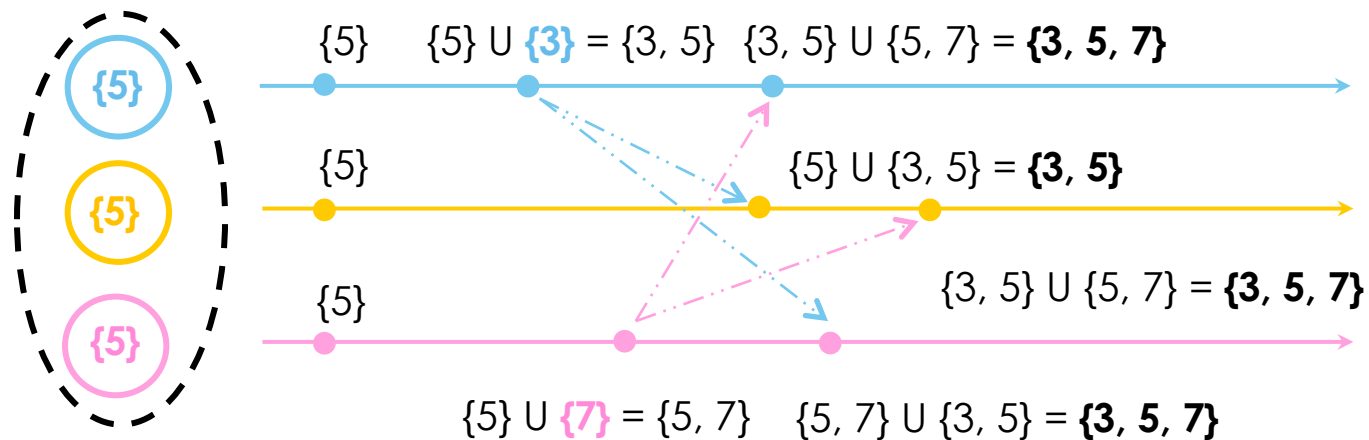
State-based Replication

- Merge operator:
 - **Commutative:** $x \bullet y = y \bullet x$
 - **Associative:** $(x \bullet y) \bullet z = x \bullet (y \bullet z)$
 - **Idempotent :** $x \bullet x = x$
- A semi-lattice is a Partial order \leq set S with a least upper bound (LUB), denoted \sqcup
 - $m = x \sqcup y$ is a LUB of $\{x, y\}$ under \leq if and only if $\forall m', x \leq m' \wedge y \leq m' \Rightarrow x \leq m \wedge y \leq m \wedge m \leq m'$
 - It follows that \sqcup is commutative, associative and idempotent

Conflict-free Replicated Data Types (CRDT)

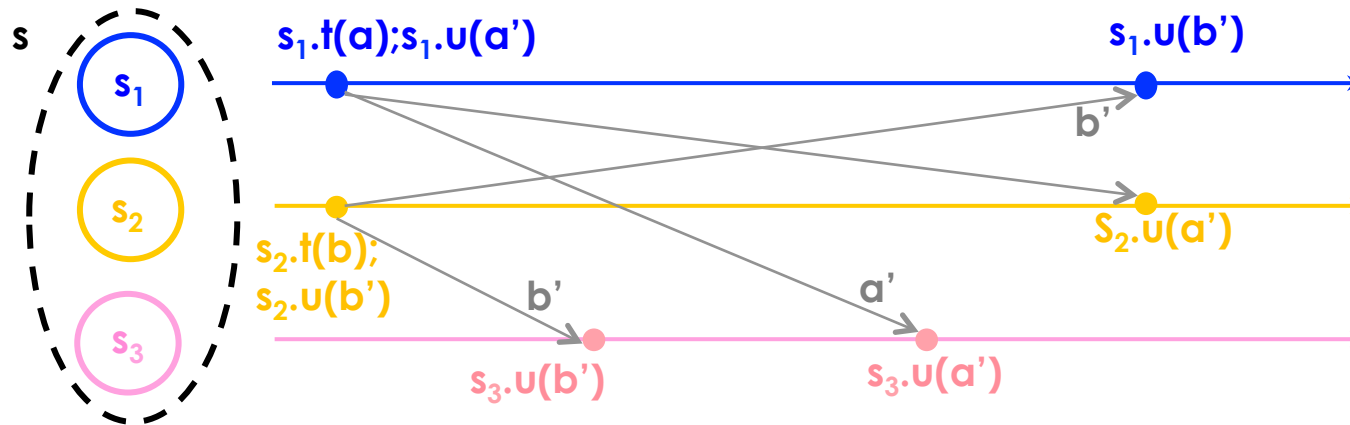
Convergent Replicated Data Type (CvRDT)

- Example



Conflict-free Replicated Data Types (CRDT)

Operation-based Replication

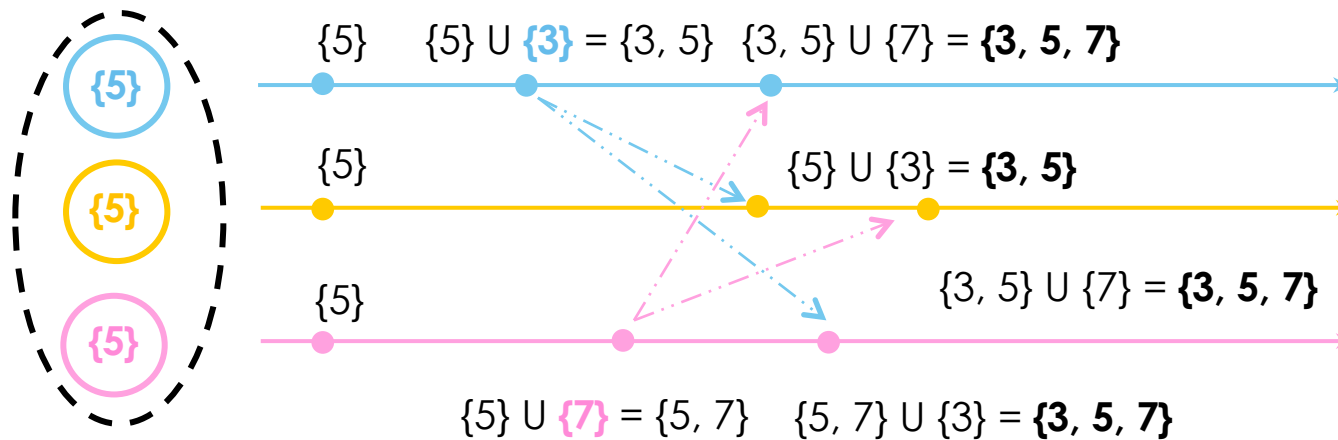


- An update split into (t,u) : t is a side-effect-free *prepare-update method* and u is an *effect-update method*
- Algorithm
 - Updates delivered to all replicas
 - Causally-ordered broadcast, every message delivered to every node exactly once w.r.t. happen-before order
- Commutativity holds for concurrent updates

Conflict-free Replicated Data Types (CRDT)

Commutative Replicated Data Type (CmRDT)

- Example



Conflict-free Replicated Data Types (CRDT)

CvRDT vs. CmRDT

- Both approaches are equivalent
 - A state-based object can emulate an operation-based object, and vice-versa
- Operation-based:
 - More efficient since you only ship small updates
 - But require exactly once causally-ordered broadcast
- State-based:
 - Only require reliable broadcast
 - Communication overhead of shipping the whole state
- Delta State-based [ASB18]:
 - Small messages
 - Dissemination over unreliable communication channels

Consistency Maintenance

Conflict-free Replicated Data Types (CRDT)

- Register
 - Last-Writer Wins
 - Multi-Value
- Set
 - Grow-Only
 - 2-Phase
 - Observed-Remove
 - Observed-Update-Remove

- Map
- Counter
- Graph
 - Directed
 - Monotonic DAG
 - Edit graph
- **Sequence**



Conflict-free Replicated Data Types (CRDT) (Text) Sequence [PMSL09] [WUM09]

- Document = linear sequence of elements
 - Each element has a unique identifier
 - Identifier constant for the lifetime of the document
 - Dense total order of identifiers consistent with element order:
 - $\forall id_x, id_y: id_x < id_y \Rightarrow \exists id_z: id_x < id_z < id_y$
- Different approaches for generating identifiers:
 - TreeDoc, Logoot, LogootSplit, ...

Conflict-free Replicated Data Types (CRDT)

Logoot [WUM09]

- Logoot identifiers: $\langle p_1, s_1, h_1 \rangle \langle p_2, s_2, h_2 \rangle \dots \langle p_k, s_k, h_k \rangle$

p_i integer

s_i site identifier

h_i logical clock at site s_i

ins($\langle 3, 2, 5 \rangle \langle 13, 1, 7 \rangle$, r)

ins($\langle 12, 3, 1 \rangle \langle 7, 8, 2 \rangle \langle 13, 3, 6 \rangle \langle 7, 2, 9 \rangle$, o)

$\langle 1, 2, 1 \rangle$	c
$\langle 1, 2, 2 \rangle$	o
$\langle 2, 1, 2 \rangle$	n
$\langle 3, 1, 3 \rangle$	c
$\langle 3, 1, 3 \rangle \langle 8, 4, 5 \rangle$	u
$\langle 3, 2, 5 \rangle$	r
$\langle 4, 1, 7 \rangle$	e
$\langle 4, 1, 7 \rangle \langle 9, 2, 6 \rangle$	n
$\langle 7, 2, 8 \rangle$	c
$\langle 9, 1, 7 \rangle$	y
$\langle 10, 2, 8 \rangle$	
$\langle 12, 3, 1 \rangle$	c
$\langle 12, 3, 1 \rangle \langle 6, 5, 1 \rangle$	o
$\langle 12, 3, 1 \rangle \langle 7, 8, 2 \rangle$	n
$\langle 12, 3, 1 \rangle \langle 7, 8, 2 \rangle \langle 12, 3, 5 \rangle$	t
$\langle 12, 3, 1 \rangle \langle 7, 8, 2 \rangle \langle 13, 3, 6 \rangle$	r
$\langle 12, 3, 1 \rangle \langle 7, 8, 2 \rangle \langle 14, 3, 7 \rangle$	l

- Time complexity

Average: $O(k \log(n))$

Worst case: $O(H \log(H))$

H: #ops

n: doc. size (non deleted chars.)

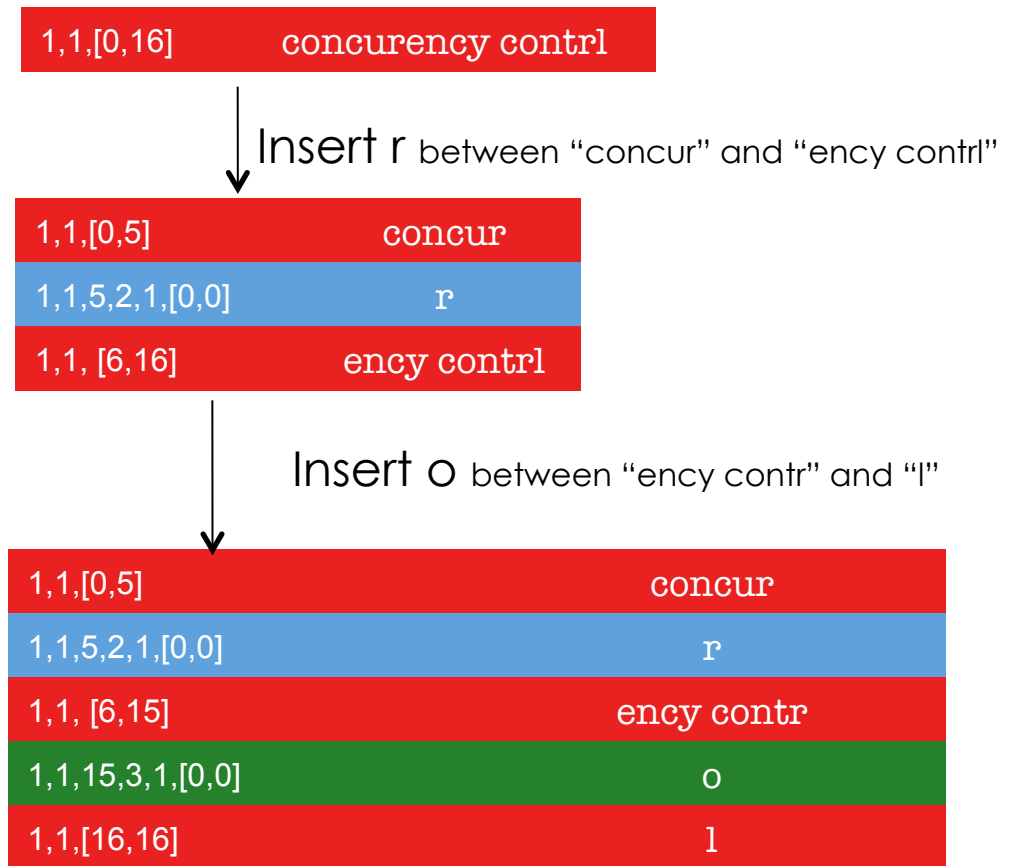
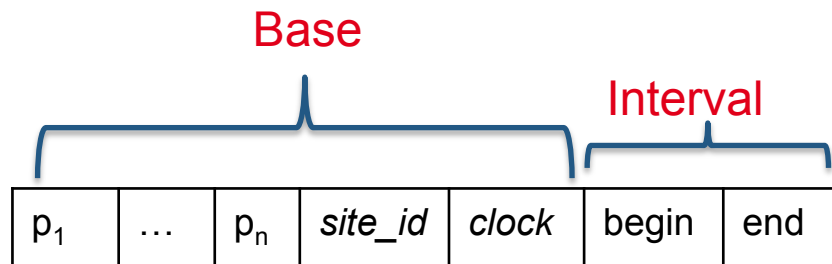
k: avg. size of Logoot identifier

- No need for concurrency detection
- Identifiers storage cost
- New design for each data type
- Suitable for large-scale collaboration**

Conflict-free Replicated Data Types (CRDT)

LogootSplit [AMOI13]

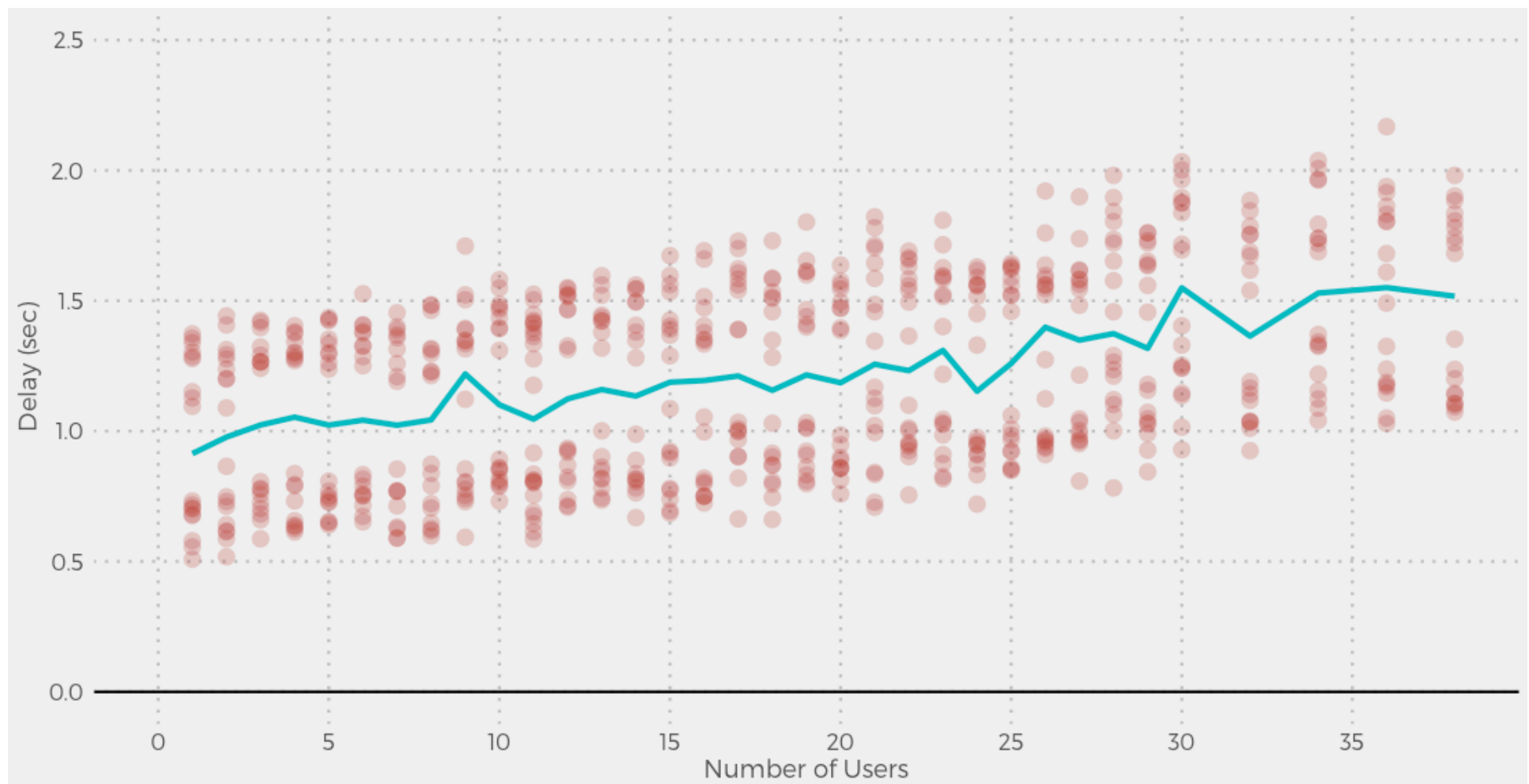
LogootSplit identifiers



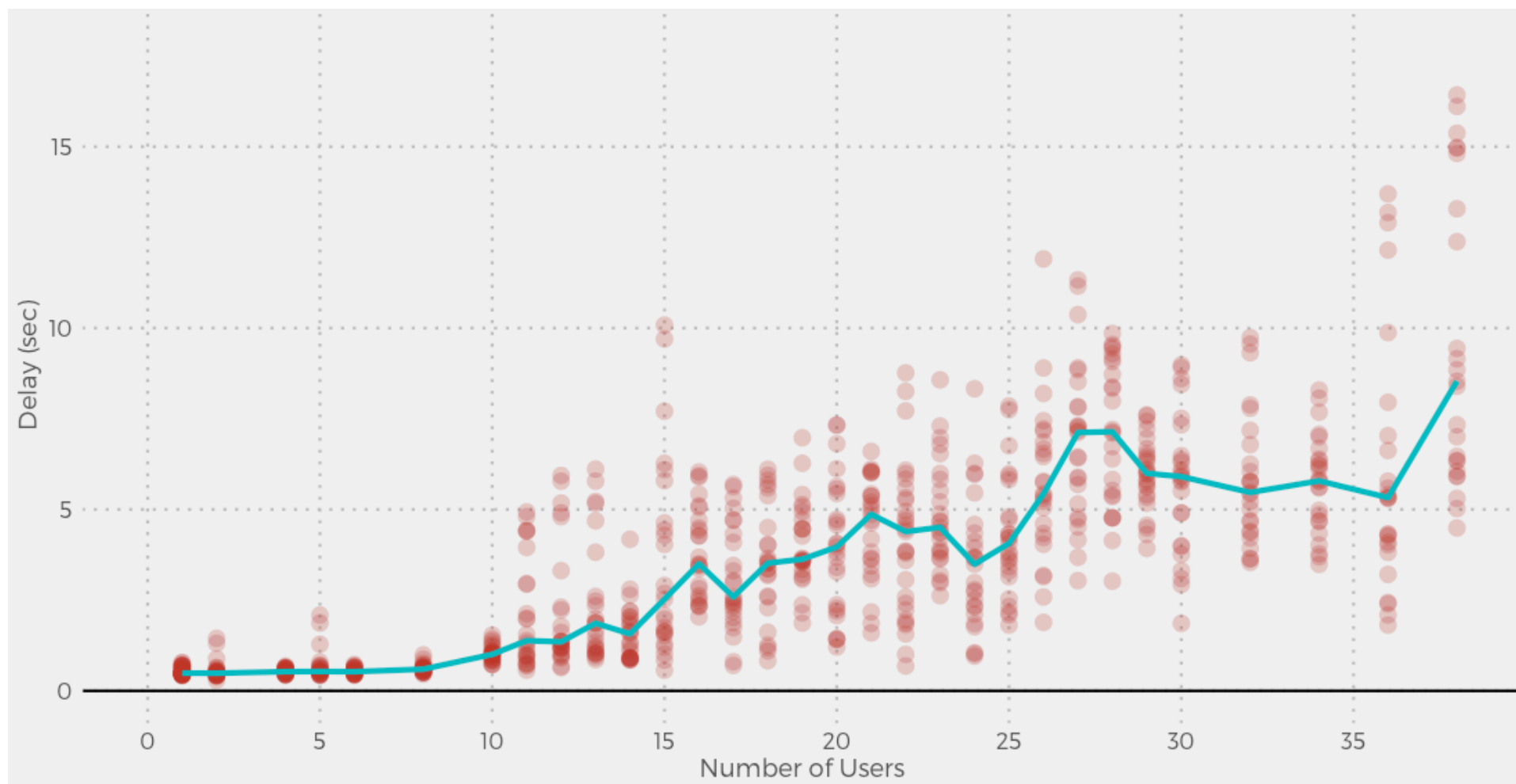
OT vs. operation-based CRDT

- CRDT: more formalised approach
- OT: more generic and guided
 - Generic concurrency control algorithm
 - Operation transformations specific to application domain
- CRDT: different solutions for concurrency handling for different data types
- CRDT: Metadata overhead

Delays in MUTE [NEOIC17] <https://coedit.re/>



Delays in GoogleDocs [DI16]

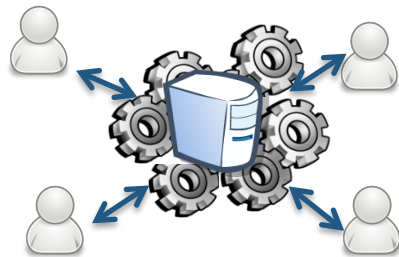


Research issues

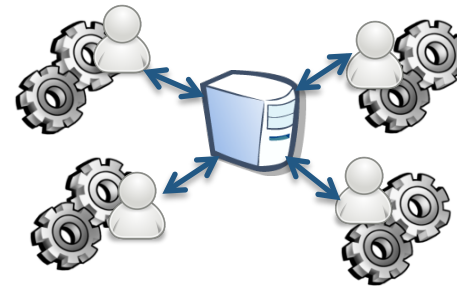
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User Study: The effect of delay on users

- Delays in seeing modifications of other users
 - Network delay
 - Time complexity of consistency maintenance algorithms
 - Types of architecture



Thin client architecture



Thick client architecture

- How does **delay influence group performance?**

Experiment design

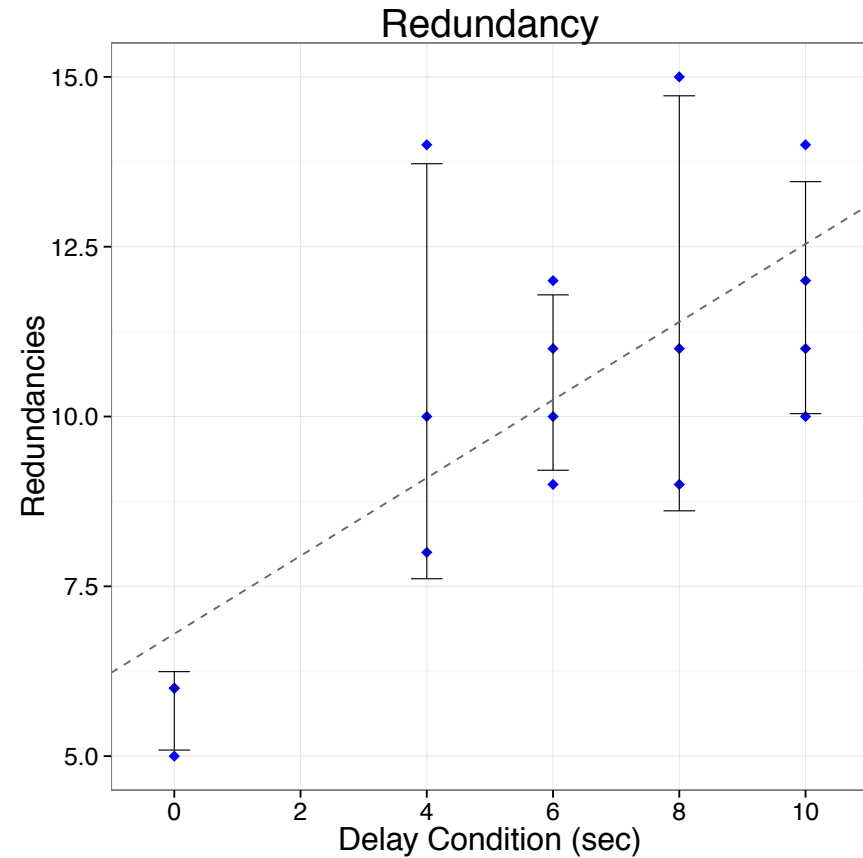
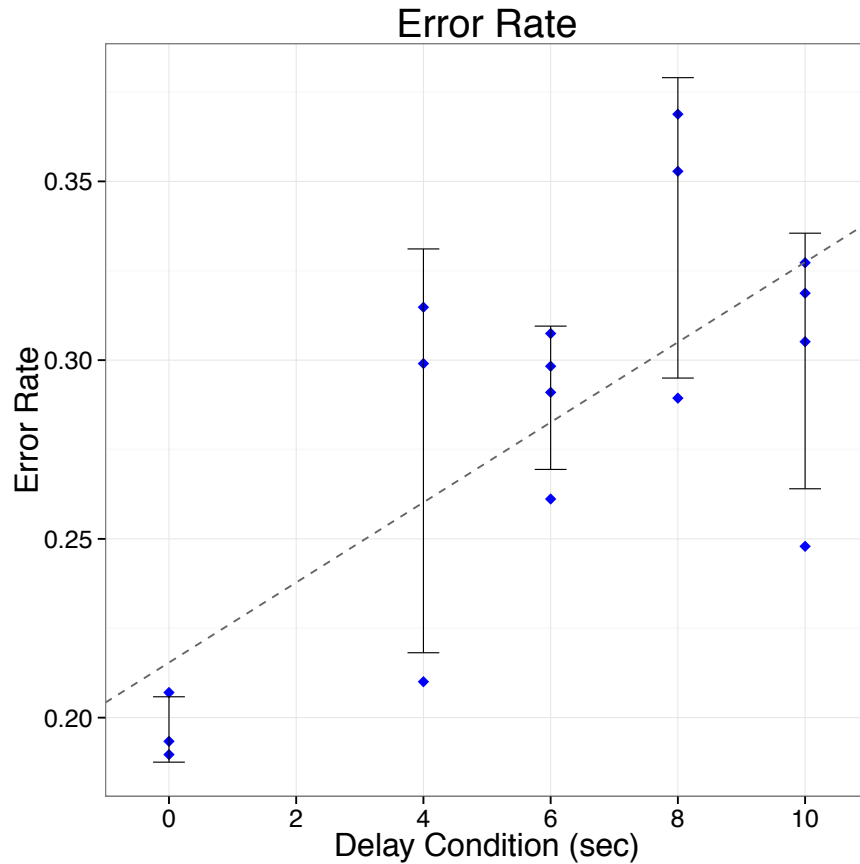
- 20 groups of 4 students
 - Perform several collaborative editing tasks
 - A proofreading task
 - A sorting task
 - **A note taking task**
 - Use the provided collaborative editor (Etherpad) + chat
 - Each group experienced a **certain delay** (0, 4, 6, 8, 10 s)
- Registration of user keyboard inputs
- Video recording of user activities on desktop

Note-taking [IOFSC15]

The screenshot shows a web browser window with a URL bar displaying `ec2-184-72-75-76.compute-1.amazonaws.com/p/notes005`. The browser's address bar includes a search icon, a home icon, and a Google logo. The note-taking application interface features a toolbar with icons for bold, italic, underline, strikethrough, bulleted list, numbered list, link, unlink, and a color picker. The main text area contains a list of notes, with lines 1 through 23 visible. A black box labeled "Editing zone" points to the text area. Three circular callouts highlight specific text: "un data matérialisé", "demateriali", and "matérialisé". A black box labeled "Chat dialogue" points to a chat window in the bottom right corner. The chat window displays a list of messages:

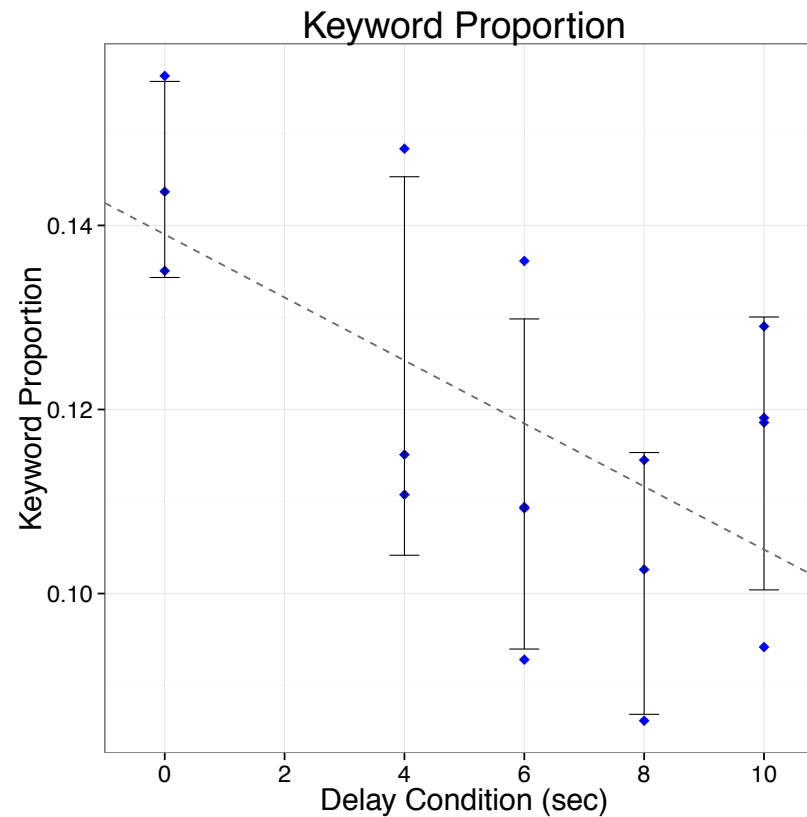
Chat	
user4: test	16:15
user2: test user 2	16:15
user2: great	16:15
user3: test	16:15

Delay reduces Group Performance



- Delay increases error rate and redundancy

Delay reduces Group Performance



- Delay decreases proportion of keywords

Design implications

- Reduce the delay by the choice of the architecture and synchronisation algorithms
- Make users aware of existing delays such that they can compensate for the delay by coordination strategies
- Analyse real collaboration traces to understand collaboration patterns and behavior [NI18]

Research issues

- 1 How to **maintain consistency of different copies** in the face of concurrent modifications?
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Security in peer-to-peer collaboration



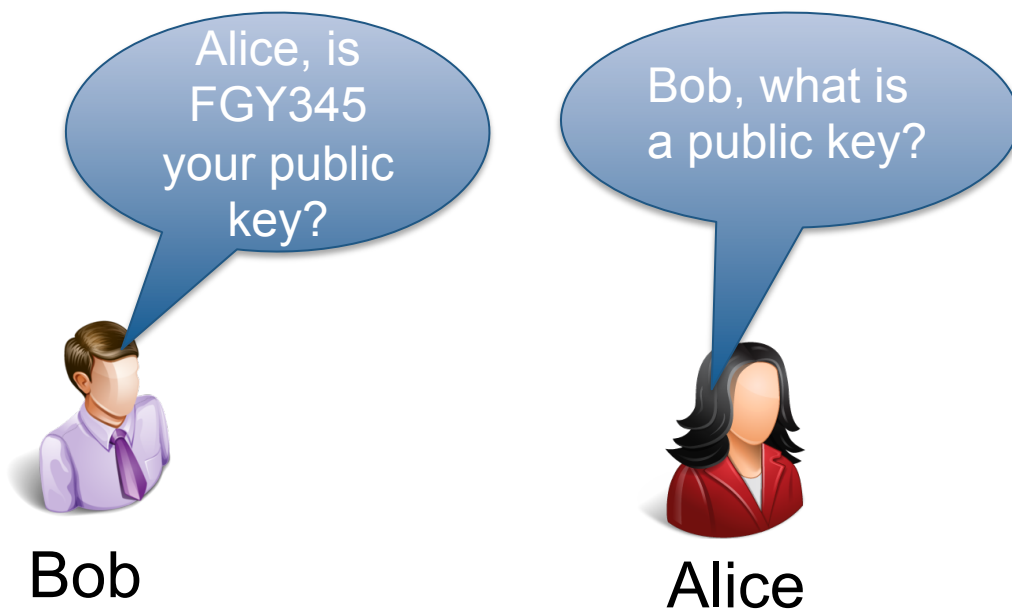
- How to learn and verify the other party's key ?
- Trust-based access control

Trust establishment

- How to learn and verify the other party's key before establish a secure communication channel ?
 - Out of band trust establishment
 - Trust establishment by the provider

Out of band trust establishment

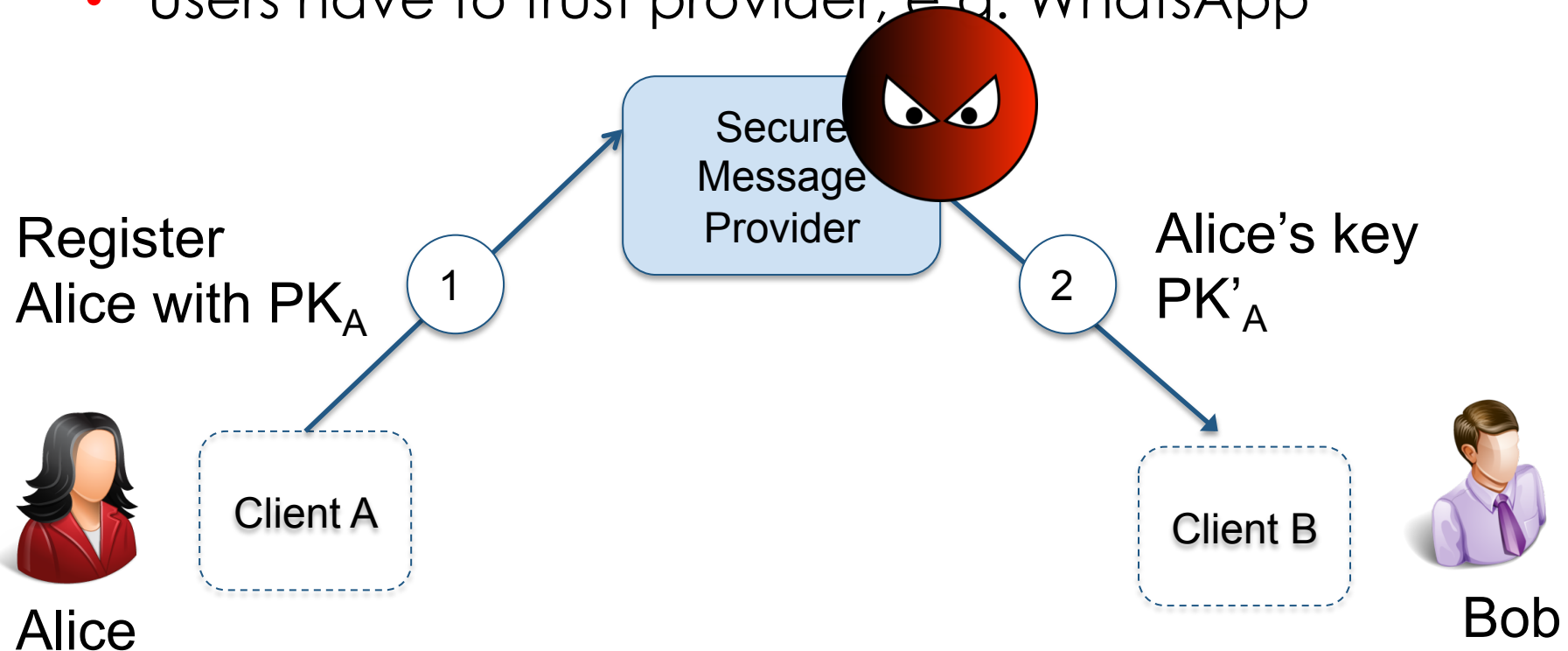
- Unintuitive, error-prone



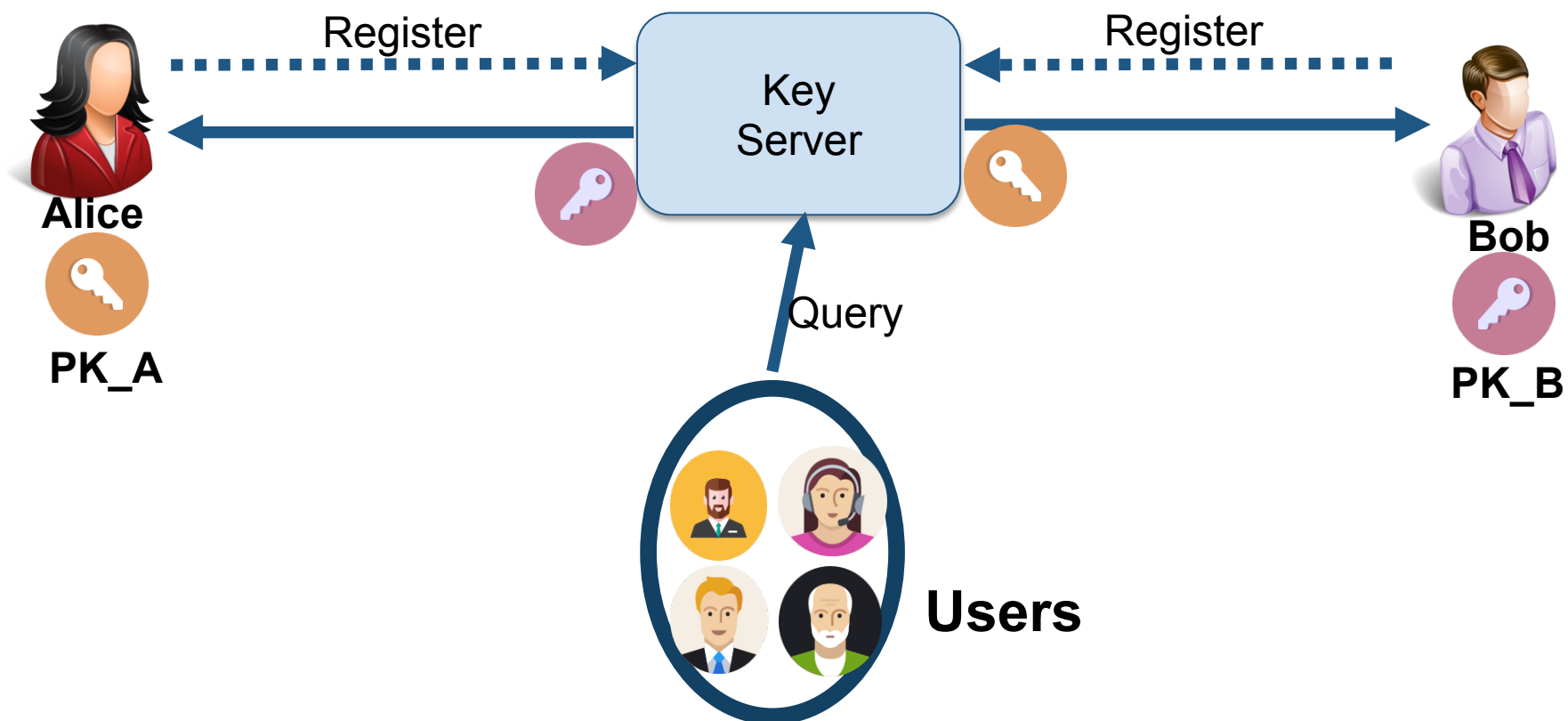
Trust establishment by the provider

Centralized key server

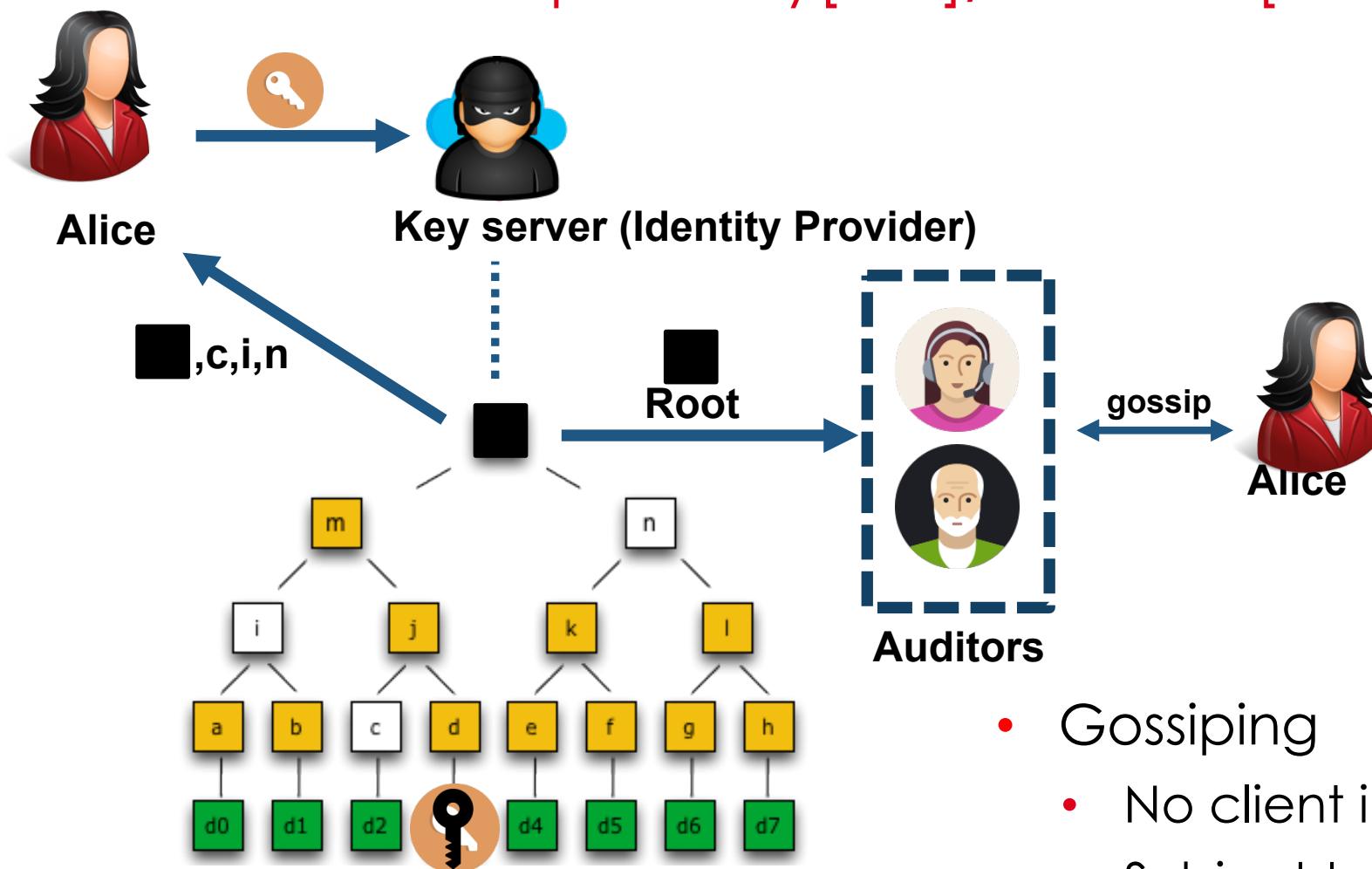
- Clients query providers for keys of other users
- Users have to trust provider, e.g. WhatsApp



Transparent log

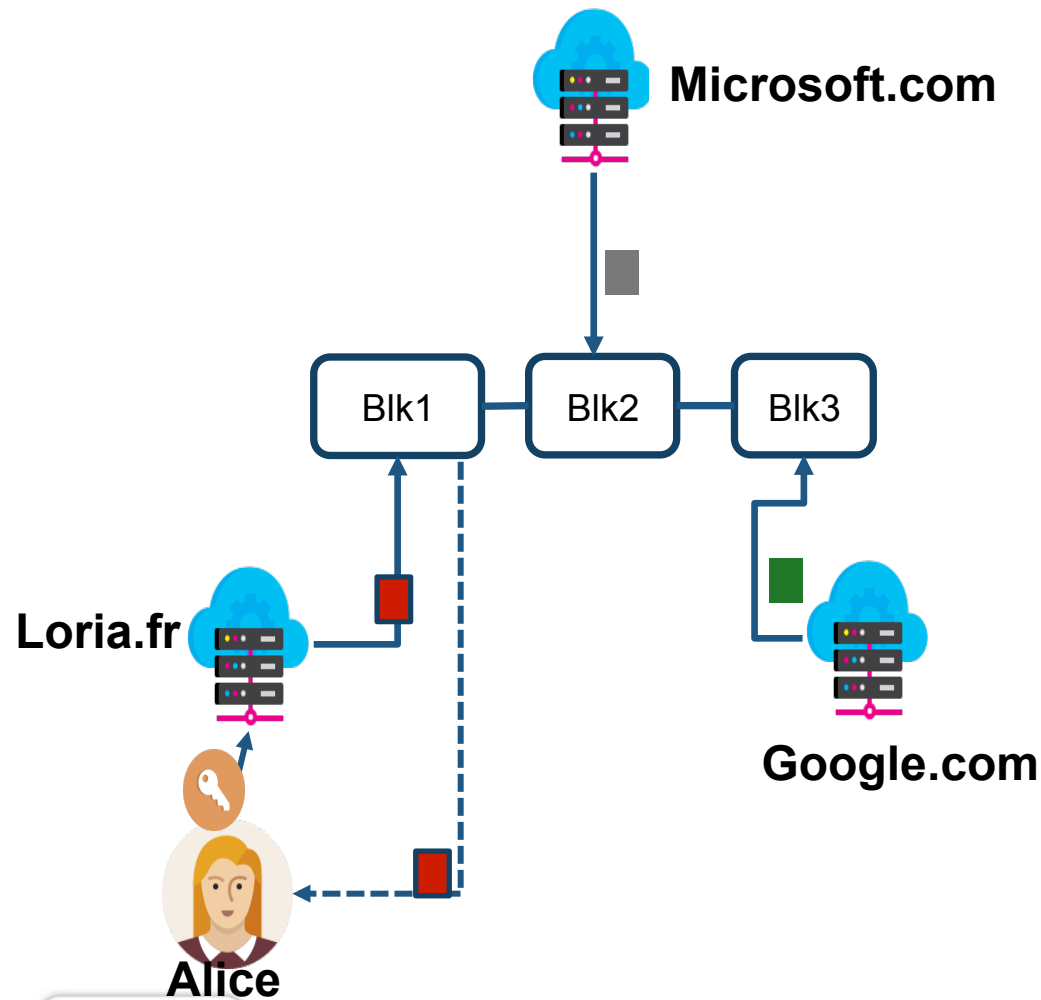


Certificate transparency[L14]/CONIKS [MBBFF15]



- Gossiping
 - No client incentive
 - Subject to Sybil and Eclipse attacks

Trusternity: Blockchain-based Auditing of Transparent Log Servers [NEIP18]

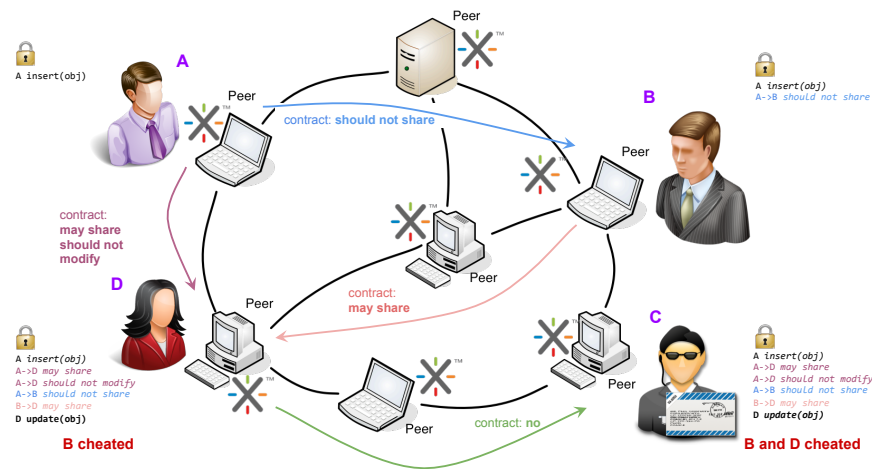


Trust-based access control

- Dynamic trust values among users
- How to **define an access control based on trust** and how to **compute trust based on collaborative experience?**

Trust computation

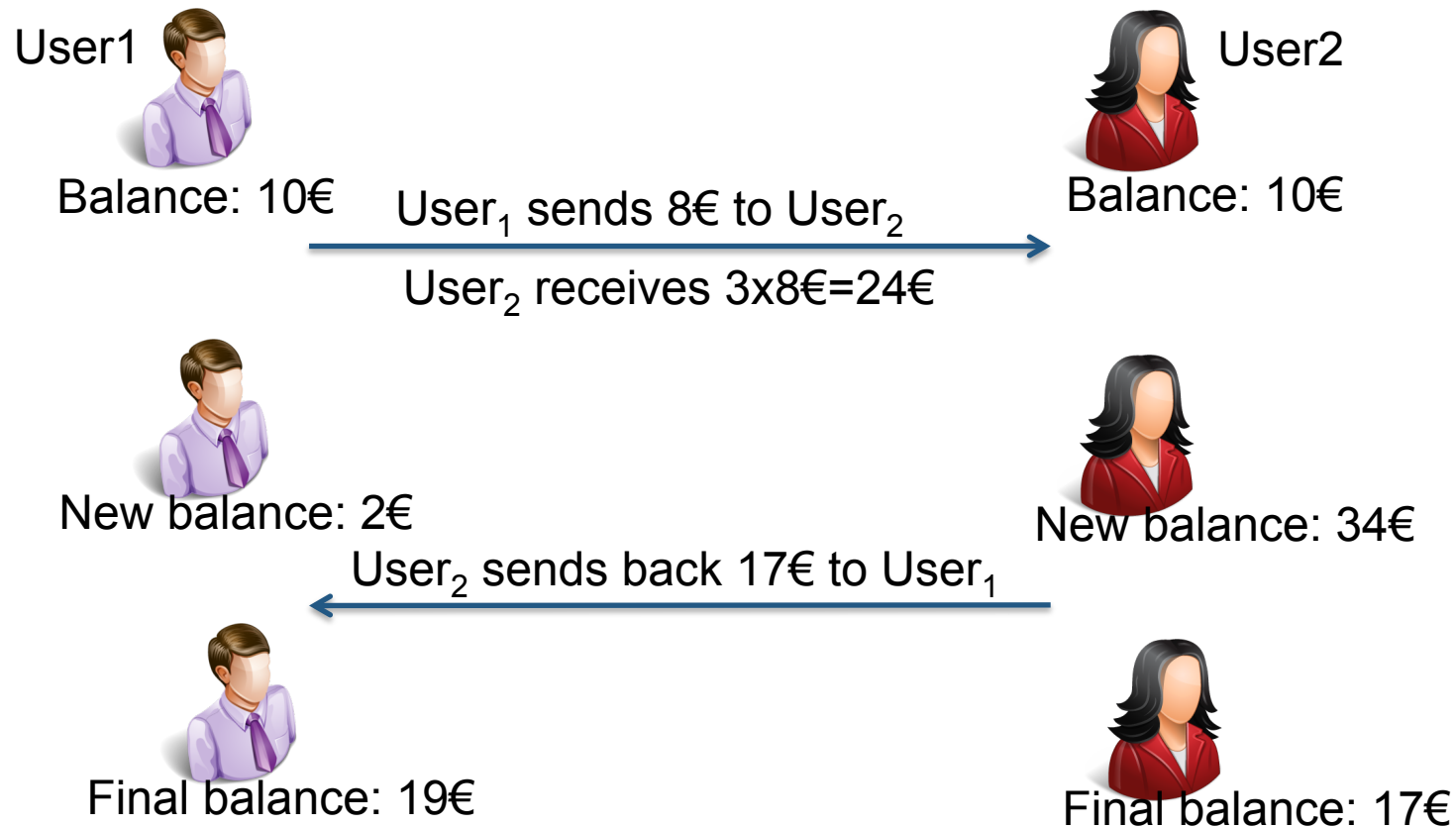
- Respect/Violation of contracts
 - Contracts in collaborative editing (share, edit)



- Reporting of fake news in Facebook
- Quality of user contributions

Validation of trust-based collaboration

- Using game theory (trust game) [BDM95]



Validation of trust-based collaboration

- Proposal of a trust metric reflecting user behavior [DI16]
- User studies on various trust game variations
 - Trust can replace knowing the identity of collaborators
 - People take into account the trust value of the partner in their future collaboration

Large-scale trustworthy distributed collaborative systems

- New uses and new practices due to large scale adoption
- New challenges
 - Consistency of replicated data
 - User studies
 - Trust and Security

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Thank you

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